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MAVERICK



DIRECT EDITION



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\$1.99 US \$2.80 CAN

TENDRILS OF
DEATH
Omega
Red!

GONZALEZ ■ CHEUNG ■ FERNANDEZ ■ PEPOY



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MAVERICK



Clandestine warfare is a wildly unpredictable and dangerous game. For **Maverick**, it is a way of life.

A master in the deadly art of espionage, his unique mutant physiology and state-of-the-art weapons arsenal have become his stock-in-trade.

Currently suffering the effects of a terminal illness which is slowly consuming his body from within, **Maverick** is living proof that one's control over one's destiny is somewhat limited at best.

Haunted by his past. Hunted by his foes. Betrayed by his own body. In many ways, **Maverick** has good reason to fear life more than he does death.

Yet still he clings to life, all the while struggling to fill the little time he has left with some sense of purpose. Especially now that he has finally found a family to call his own—a testament to the fact that the ties that bind are often forged in the face of great adversity.

MAVERICK

A former CIA operative working for Team-X, David North became a mercenary for hire who goes by the moniker **Maverick**. Since then, he has specialized in the dirty jobs that no one else wants to do yet desperately need doing, using his mutant power to absorb and rechannel kinetic impact at will. Infected with the Legacy Virus and faced with an uncertain future, **Maverick** has no way of knowing what will kill him first: his many enemies... or his own body.



IVAN PUSHKIN

The powerful head of the Russian mafia, **Pushkin's** ruthless and unmerciful tactics have earned him the name **Ivan the Terrible**. **Pushkin** frequently enlists his bodyguards/enforcers, **Hammer** and **Sickle**, to keep his enemies in line. **Pushkin** is constantly trying to expand his territory, and intends for nothing to get in his way.



BRIAN JOHNSON

At sixteen, **Brian Johnson** learned he was a mutant and that he had contracted the Legacy Virus. **Maverick** arranged for **Brian** and his family to be relocated after anti-mutant violence destroyed their home. Though **Brian** possesses the ability to emit electrically-charged bursts of energy, his control over these powers is becoming increasingly erratic as his condition worsens.



OMEGA RED

Omega Red (a.k.a. **Arkady**) is a former mutant secret "super soldier" of the Soviet Intelligence Agency. He was implanted with carbonadium coils which he can shoot forward from his wrists in order to ensnare his victims. Due to his mutant "death factor" he must drain the life forces of others in order to remain active.



PREVIOUSLY IN

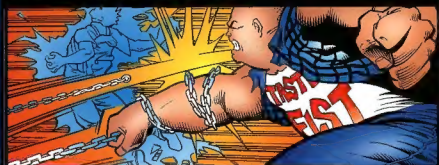
After being captured by **Ivan Pushkin**, **Maverick** attempted a desperate escape from his compound.

Unfortunately, his attempt was unsuccessful, and **Maverick** soon found himself imprisoned in a dungeon, where he would be left to die.



His only hope was the fact that he wasn't alone. There was one other prisoner trapped in the darkness, and perhaps together, they could find a path to freedom.

Back home, **Brian Johnson** was defending himself and **Doc Keller** against a group of thugs. When his powers were exhausted, **Brian** was soundly defeated, and the hoodlums moved in for the kill...



STAN LEE
PRESENTS:
MAVERICK
PART 2

Raising the Stakes

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THE COOLER..

1637
HOURS.

INSIDE THE ICY DUNGEON
BENEATH IVAN PUSHKIN'S
PRIVATE ESTATE IN
BORIVICH, RUSSIA, AN
IMPRISONED MAVERICK
BECOMES ACQUAINTED
WITH HIS CELL-MATE...

THE **RED
GUARDIAN**?!
YOU'RE SUPPOSED
TO BE DEAD!

I COULD
SAY THE SAME
ABOUT YOU,
COMRADE.

YOU
COULD...



EXCEPT THAT I'M THE GENUINE ARTICLE-- WHILE YOU'RE EITHER AN IMPOSTOR OR A WANNABE.

THE ORIGINAL RED GUARDIAN WAS KILLED IN ACTION A LONG TIME AGO. THAT'S A FACT.

BESIDES WHICH I KNEW ALEXI SHOSTAKOV PERSONALLY, AND YOU'RE DEFINITELY NOT HIM.



I NEVER CLAIMED TO BE ALEXI.

THEN WHY THE SUIT?

WHO'S PULLING YOUR STRINGS?

I DON'T LIKE YOUR TONE, MAVERICK.

I'M NOBODY'S PUPPET. I'M A FREE AGENT.



THE RED GUARDIAN WAS INTENDED TO BE THE SOVIET UNION'S COUNTERPART TO CAPTAIN AMERICA.

THOUGH SHOSTAKOV FAILED IN THE ROLE, THE IDEA OF A RED GUARDIAN IS STILL SOUND.

WITH THE RECENT COLLAPSE OF THE SOVIET UNION, THE NEED FOR A HOME-GROWN HERO IS EVEN GREATER NOW THAN IT WAS THEN.



IN THIS AGE OF SHAMELESS DISGRACE AND CORRUPTION, OUR PEOPLE NEED SOMEONE THEY CAN LOOK UP TO AND RESPECT.

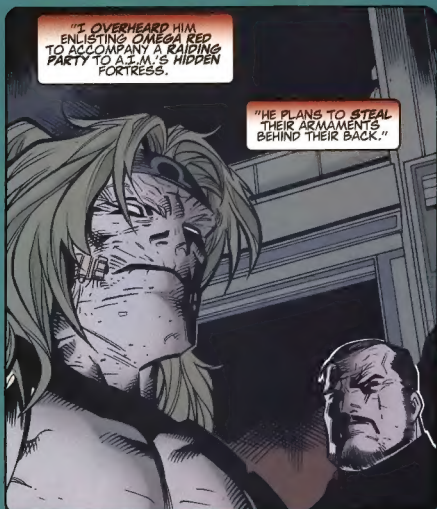
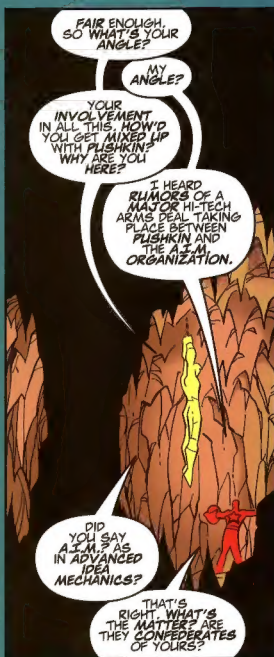
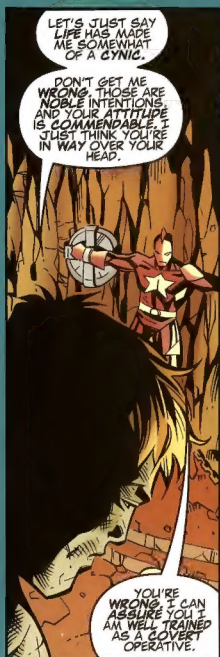
SOMEONE WILLING TO TAKE A STAND AND FIGHT AGAINST OPPRESSION AND INJUSTICE. A HERO WHO CAN INSPIRE IN OUR CHILDREN AND BE A SYMBOL OF HOPE.



MEANING YOU.

LOOK--I MAY BE AN IDEALIST AT HEART, BUT I AM NOT AN IDIOT. A GLORY HUNGER OR A THRILL SEEKER.

I SIMPLY WISH TO SERVE MY PEOPLE IN WHATEVER WAY I CAN. WHY DO YOU FIND THAT SO HARD TO BELIEVE?



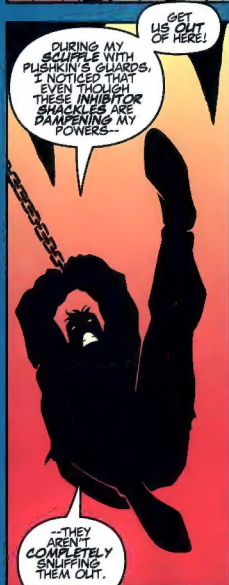


PUSHKIN'S UNCERTAINTY
OVER HOW MUCH I'VE
RELIED TO ANY POSSIBLE
ASSOCIATES OF MINE
IS WHAT IS KEEPING
ME ALIVE.

ONCE HE FINDS OUT
I AM WORKING ALONE,
I'M A DEAD MAN.

WE'LL
SEE ABOUT
THAT...

WHAT
ARE YOU
GOING TO
DO?



DURING MY
SCUFFLE WITH
PUSHKIN'S GUARDS,
I NOTICED THAT
EVEN THOUGH
THESE INHIBITOR
SHACKLES ARE
DAMPENING MY
POWERS--

GET
US OUT
OF HERE!

--THEY
AREN'T
COMPLETELY
SNUFFLING
THEM OUT.



IT MIGHT HAVE
SOMETHING TO
DO WITH THE WAY
MY BODY'S BEEN
REACTING TO MY
RECENT RELAPSE.

THESE RESTRAINTS
MAY NOT BE EQUIPPED TO
DEAL WITH UNPREDICTABLE
POWER SURGES AND OTHER
ODD SIDE-EFFECTS THE
LEGACY VIRUS HAS BEEN
INFLECTING ON ME LATELY.



GRUNT

REGARDLESS--
I SWEAR I COULD
FEEL MY HANDS
TINGLING FOR A FEW
MOMENTS RIGHT
BEFORE I WAS
BROUGHT DOWN
HERE.

TINGLING
IN THAT FAMILIAR
WAY THEY ALWAYS DO
WHenever MY POWERS
KICK IN, THE FEELING
WAS FAINT, AND
FLEETING.



SHRK

Imagine you're Batman™ and you've been thrown into
a world of broken bones and twisted minds.



LEGENDS OF THE
DARK KNIGHT™



NNNN!

BLOODY HELL! ARMS
FEEL LIKE THEY'RE
ABOUT TO POP OUT
OF THEIR SOCKETS...

CAN'T GET
DISCOURAGED--JUST
IGNORE THE PAIN AND
TRY AGAIN...



I'M HOPING THAT MAYBE
IF I ABSORB ENOUGH
KINETIC ENERGY...

...I CAN
SOMEHOW
OVERLOAD
THE SHACKLES'
INHIBITORS
AND BREAK
FREE.



UUMF!

FINALLY--I'M
ANCHORED.



IT'S WORTH
A SHOT ANYWAY.
JUST DON'T EXPECT
QUICK RESULTS. THIS
COULD TAKE A WHILE...



WHAM
SMACK
THWAK
WHAM

Welcome to
the nightmare.



WARNER BROS.



TM

TM

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1730
HOURS.

OVER AT THE MAIN HOUSE,
RUTHLESS RACKETEER IVAN
PUSHKIN CONFERES WITH THE
DEADLY OMEGA RED--

--A DERANGED SERIAL
KILLER WHO WAS
TRANSFORMED INTO
A SOVIET SUPER
SOLDIER AFTER
SURVIVING HIS
OWN EXECUTION.

ALSO IN ATTENDANCE
ARE PUSHKIN'S
PERSONAL BODYGUARDS--
HAMMER AND SICKLE.

NOW THAT
MY TRACKING
INSTRUMENTS HAVE
PINPOINTED THE EXACT
LOCATION OF A.I.M.'S
HIDDEN BASE, IT IS
IMPERATIVE THAT WE
ACT AS QUICKLY
AS POSSIBLE.

I WON'T TAKE THE
CHANCE OF THEIR
MOVING
THE MERCHANDISE
BEFORE WE
STRIKE.

SO
WHEN
DO WE
LEAVE?

WITHIN
THE NEXT
TWO HOURS.

FOR NOW, YOU CAN
HELP HAMMER AND SICKLE TAKE
THESE CRATES TO THE BARRACKS
AND DISTRIBUTE THE CONTENTS.

WHAT'S
IN 'EM?

WHY MUST YOU KEEP
QUESTIONING
THE MASTER? HE
DID NOT HIRE
YOU FOR YOUR
CURIOSITY!



IT'S ALL RIGHT HAMMER. ARKADY WILL FIND US SOON ENOUGH ANYWAY. THE CRATES CONTAIN UNIFORMS.

UNIFORMS? FOR WHO?



YOU, HAMMER AND SICKLE CAN STAY AS YOU ARE--BLIT THE OTHER MEMBERS OF THE RAIDING PARTY MUST BE PROPERLY ATTIRRED.

I WANT YOU TO MAKE CERTAIN THAT THE FOOLS AT ADVANCED IDEA MECHANICS BELIEVE THAT A THIRD PARTY WAS RESPONSIBLE FOR THE HEIST.



AND JUST WHO DO YOU HAVE IN MIND TO TAKE THE BLAME?

SEE FOR YOURSELF.



HYDRA!



CONSIDERING THE ALREADY-EXISTING ANIMOSITY BETWEEN THEM AND THE A.I.M. ORGANIZATION, I CAN THINK OF NO ONE MORE APPROPRIATE FOR THE ROLE.

CAN YOU?

1748
HOURS.

I'M
EXHAUSTED!

HOW LONG HAVE
I BEEN AT THIS
TOWER! IT'S JUST
ABOUT READY TO
FLICKER OUT--

WHAK

WHAK

ARRGH--!

WHUUNNE!

LENIN'S GHOST! YOUR
HANDS--! THEY'RE
BURNING!

NO
KIDDING...

IT'LL
PASS.

SSSSS

SSSSS

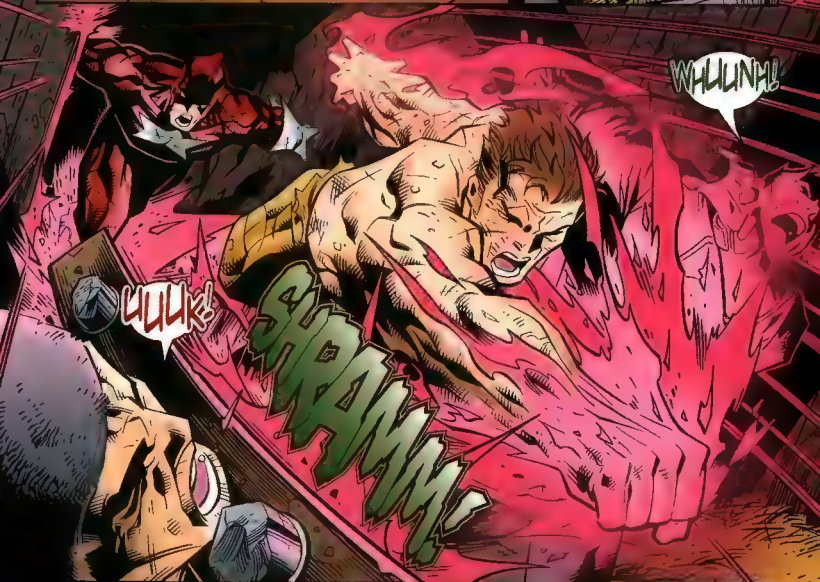


MOMENTS LATER,
ABOVE THE
UNDERGROUND
CELL...

(WHAT
THE--?!)



WHULNH!

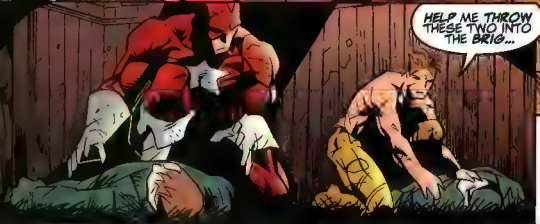


UULK!

SPAM!

GLAD I MANAGED TO
EXPEND ALL THE ENERGY
I'D ABSORBED WITH
THAT LAST BLOW.

SNEAKING AROUND THIS
PLACE WILL BE DIFFICULT
ENOUGH WITHOUT HAVING
TO WORRY ABOUT MY
HANDS GLOWING.



HELP ME THROW
THESE TWO INTO
THE BRIG...

WOLVERINE NO. 126

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DAY
27

MONTH
MAY

YEAR
1998

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**CHRIS CLAREMONT
LIENEL FRANCIS YU**

MAY 27 1998

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VS

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COMICS**

DAY
27

MONTH
MAY

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**DAYTONA USA®
DELUXE RACING
GAME CONTEST**

OFFICIAL RULES 1. NO PURCHASE NECESSARY:

For a free game piece and Official Rules, while supply lasts, send a self-addressed, stamped envelope (WA & VT residents may omit return postage) to: SKITTLES® Brand Game Piece, Dept. A, P.O. Box 3564, St. Cloud, MN 56397-3564. Requests must be received by 5/31/99. Limit one request per envelope per day. Game ends 6/30/99. 2. **HOW TO PLAY:** Game pieces appear inside/on specially-marked packs of SKITTLES® Bite Size Candies. If game piece reads "Instant Winner", you win prize indicated. 3. **PRIZES/APPROXIMATE ODDS:** (1) Grand Prize: a Daytona USA™ Special Edition Arcade Unit/1,130,000,000 (ARV \$7,500); (30) First Prizes: a Multimedia Home Computer System with a SKITTLES® Brand Special Edition Daytona USA™ Deluxe PC CD Racing Game by SEGA® (1 track version)/714,333,333 (ARV \$1,500); 100,000 Second Prizes: a SKITTLES® Brand Special Edition Daytona USA™ Deluxe PC CD Racing Game by SEGA® (1 track version)/711,100 (ARV \$10.00). 4. **PRIZE CLAIMS:** To claim prize, make copy of game piece and mail original game piece with 3" x 5" card on which you have printed your name/address/phone # to: SKITTLES® Brand Game Winner, P.O. Box 3526, St. Cloud, MN 56397-3526. Grand/First Prize claims must be sent via registered mail, return request required. Claims must be received by 6/30/99. Proof of mailing doesn't constitute proof of delivery. Allow 8-10 weeks for prize delivery. Grand/First Prize winners must provide Social Security number and sign affidavit of eligibility/release which must be returned within 14 days after mailing or prize may be forfeited. If Grand/First Prize won by minor, it will be awarded in name of parent/legal guardian. Unclaimed First/Second Prizes will not be awarded. 5. **SECOND CHANCE DRAWING:** If Grand Prize remains unclaimed by 6/30/99 it will be awarded on or about 7/31/99 in drawing from eligible entries received. To enter Second Chance Drawing, print name/address/phone # on 3" x 5" card and send to: SKITTLES® Brand Drawing, P.O. Box 3548, St. Cloud, MN 56397-3548. Entries must be received by 7/15/99. Limit one entry/envelope/day. Odds of winning depend on number of eligible entries received. No mechanically reproduced entries will be accepted. Second chance winner, if any, will be notified by mail on or about 7/31/99. 6. **TERMS & CONDITIONS:** Game open to individual residents of U.S., its territories, Puerto Rico and U.S. Virgin Islands, except employees of M&M/MARS, its affiliates, agencies, judging organization and immediate families of each. Offer void where prohibited by law; subject to applicable federal, state, and local laws/regulations. Taxes/fees are the sole responsibility of winner. Game pieces/prizes not transferable; no prize substitutions except by Sponsor who may substitute prizes of equal/greater value. Winners consent to use of name and/or likeness for advertising/promotional purposes without additional compensation to extent permitted by law. Sponsor responsible for prize delivery only, not responsible for prize utility, quality or otherwise. Sponsor/judges not responsible for late, lost, damaged, illegible, incomplete, postage due or misdirected entries, prize claims or mail. Claims subject to verification of eligibility by judges. Decisions of judges are final and binding. Game pieces received defaced/mutilated/damaged/watermarked in any way/w/typing errors not obtained through legitimate channels will be disqualified by judges. No more than stated number of prizes will be awarded. In unlikely event winning game pieces for any prize are distributed in numbers greater than number stated above for such prize, stated number of winners will be selected in random drawing from among all qualified entries. 7. **WINNERS' LIST:** For list of Grand/First Prize winners, send self-addressed, stamped envelope to: SKITTLES® Brand Game Winners, Dept. D, P.O. Box 3506, St. Cloud, MN 56397-3506; request must be received by 8/15/99, list will be sent after game ends. (Requires PENTIUM® Processor 90 MHz & WINDOWS® 95.) PENTIUM® is a Registered Trademark of Intel Corporation. WINDOWS® 95 is a Registered Trademark of Microsoft Corporation.

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TASTE THE RAINBOW

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*Proofs of purchase must be from the same retailer. Proof of purchase must be from the same retailer.

*The maximum amount is \$3.99 per person.



S SHORTLY...

LOTS OF ACTIVITY BY
THE FARMHOUSE.

I'M NOT
SURPRISED THERE'S
A SECRET HANGAR
INSIDE. PUSHKIN MUST
BE GETTING READY TO
MOBILIZE HIS FORCES.



INTERESTING...

WE'VE GOT
TO STOW ABOARD
THE RAIDING PARTY'S
TRANSPORT. WE CAN
WORRY ABOUT HOW TO
SPOIL PUSHKIN'S
PLANS AND DESTROY
A.I.M.'S CACHE OF
WEAPONS ONCE WE'RE
AIRBORNE.

AGREED.



WHERE ARE YOU
GOING? THE
FARMHOUSE IS
IN THE OTHER
DIRECTION!

I'M
GOING BACK
TO THE MAIN
HOUSE FOR
MY GEAR.



WHAT?! THAT
IS A FOOL'S
ERRAND!

MAYBE SO--
BUT I'M NOT
LEAVING WITHOUT
MY GEAR, AND THAT'S
FINAL. YOU CAN WAIT
FOR ME BY THE PARKED
TRACTORS. THIS
WON'T TAKE
LONG.

BAH! DO
WHAT YOU
WANT. I CAN NOT
STOP YOU. I'LL
WAIT AS LONG AS
I CAN, BUT IF I
SEE AN OPENING--
I'M GOING
IN.

SUIT
YOURSELF.
I'LL SEE
YOU IN A
BIT!



UNDER THE COVER OF
DARKNESS, MAVERICK
SLIPS PAST THE PATROL
GUARDS AND MAKES HIS
WAY TO THE REAR OF THE
MANSION.





HOW TO START THE MOTHER OF ALL WARS

{or why deception, cruelty and betrayal are your friends}

 To start "The War of the Lions," you must use bold strokes. Regicides, double-crosses, violations of queens, good options all. Whatever your plan, once begun, a war of this magnitude is not to be trifled with. This is a brutal conflict of epic proportions, where each hallowed victory brings you closer to the very heart of darkness. Battle after battle, you will command your fighting party across magical lands protected by hostile forces. You will need the help of the bravest warriors, as well as armor, weapons, intricate battle plans and magical spells. Be ruthless. Be clever. Or be dead. 

TRAINING AN ARMY

{or how to ensure the biggest, baddest, meanest SOB's are on your side}



In Final Fantasy Tactics, you are Ramza, a young squad leader and an ally of Princess Ovelia. It's up to you to lead an elite fighting squad of your own choosing into battle. You must train them to be powerful Black Mages who can cast magic spells, Summoners who can awaken terrible beasts,

Wizards, Ninjas, Bards, Archers, Thieves and more. There are 19 fighting classes and 400 abilities to master. If you go into battle ill-prepared, may the enemy make the blood run from your heart. 

EFFECTIVE BATTLE STRATEGIES

{or further discussions from the annals of shoot first, ask questions later}

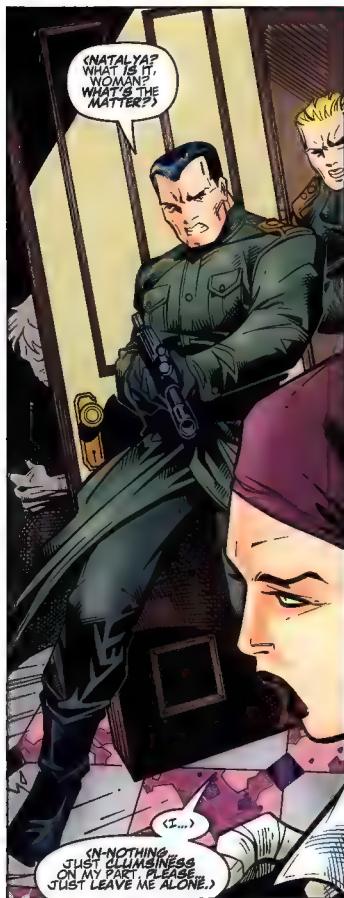


As the ancient history of warfare reveals, you will survive if your battle strategy is strong, and perish if it is not. You will lead the charge through impressive lands trying to gain the best strategic positions in forests, castle ramparts, swamps and valleys. You can buy and sell equipment, hire new soldiers and plan glorious battle strategies. May you conquer the enemy or may you die trying. 



SQUARESOFT





(NATALYA? WHAT IS IT, WOMAN? WHAT'S THE MATTER?)

(I...)

(N-NOthing JUST CUMINGNESS ON MY PART PLEASE JUST LEAVE ME ALONE.)

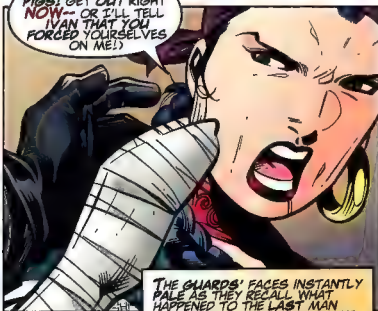


(I SEE YOU KNOW, THE WHOLE CAMP/INP'S BEEN ON ALERT SINCE THOSE TWO PRISONERS WERE BROUGHT TO CAMP.)

(A SHAME THAT A PRETTY THING LIKE YOU SHOULD BE LEFT TO FEND FOR HERSELF...)



(GET OUT, YOU PIG! GET OUT RIGHT NOW-- OR I'LL TELL IVAN THAT YOU FORCED YOURSELF ON ME!)

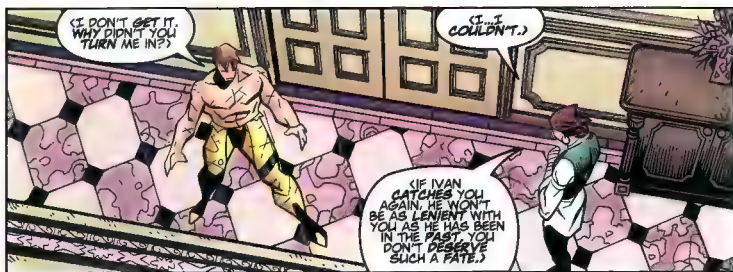


THE GUARDS' FACES INSTANTLY PALE AS THEY RECALL WHAT HAPPENED TO THE LAST MAN ACCUSED OF ASSAULTING ONE OF PUSHKIN'S MISTRESSES.



(SIMMER DOWN, WENCH. NO NEED TO GET NASTY. YOU WANNA BE ALONE? YOU GOT IT!)

SONLIVAGUN...!



(I DON'T GET IT. WHY DIDN'T YOU TURN ME IN?)

(I... I COULDN'T.)

(IF IVAN CATCHES YOU AGAIN, HE WON'T BE AS LENIENT WITH YOU AS HE HAS BEEN IN THE PAST. YOU DON'T DESERVE SUCH A FATE.)



(OH? IS THAT WHY YOU SPIT ON ME AND SHUNNED MY HELP WHEN WE FIRST MET?)

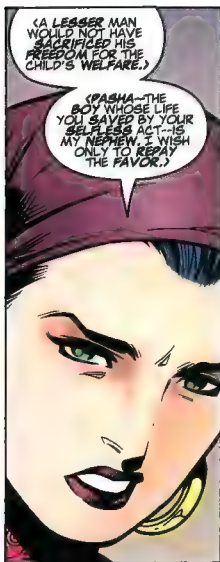
(IVAN'S TEMPER KNOWS NO BOUNDS. TO HAVE DONE OTHERWISE WOULD HAVE BEEN UNWISE AT THE TIME.)

(THEN WHY DO SO NOW?)



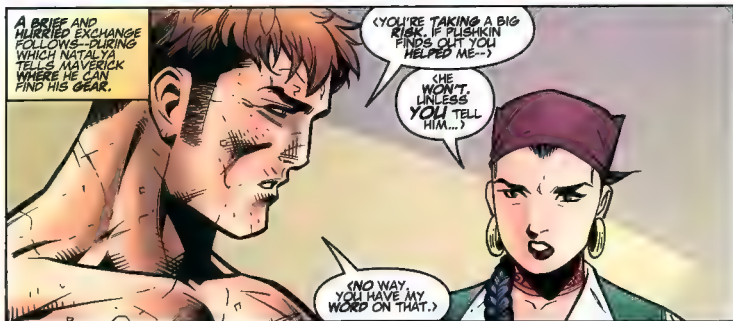
(I WAS WATCHING FROM THE HOUSE WHEN YOU FIRST TRIED TO ESCAPE.)

(IN HORROR, I WATCHED AS PUSHKIN THREATENED TO KILL AN INNOCENT CHILD IF YOU DID NOT SURRENDER.)



(A LESSER MAN WOULD NOT HAVE SACRIFICED HIS FREEDOM FOR THE CHILD'S WELFARE.)

(PASHA--THE BOY WHOSE LIFE YOU SAVED BY YOUR SELFLESS ACT--IS MY NEPHEW. I WISH ONLY TO REPAY THE FAVOR.)

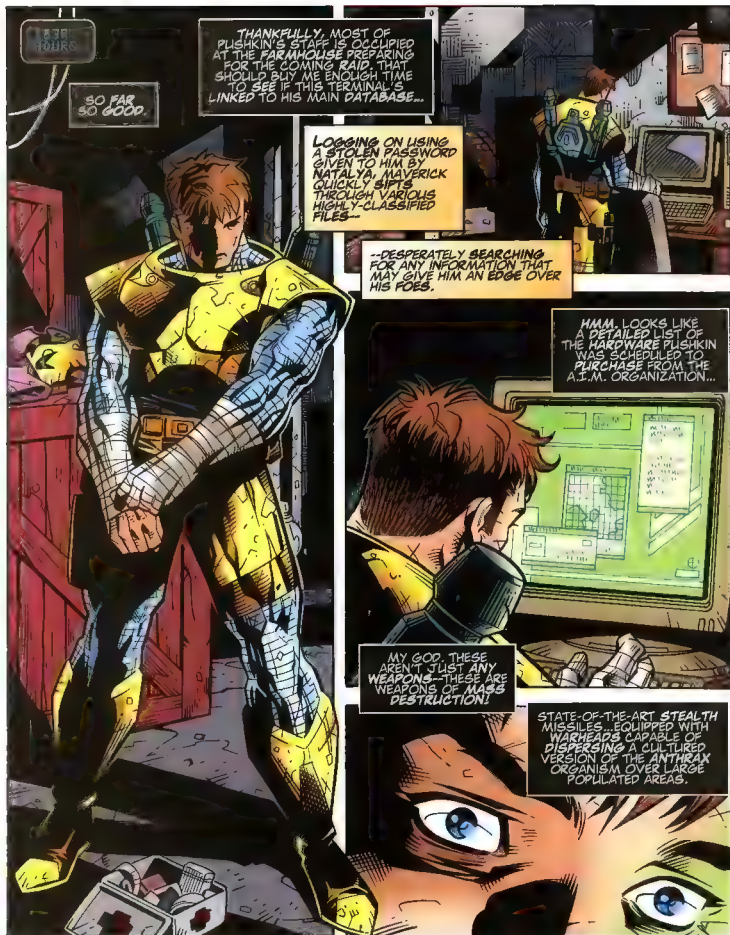


A BRIEF AND HURRIED EXCHANGE FOLLOWS--DURING WHICH NATALYA TELLS MAVERICK WHERE HE CAN FIND HIS GEAR.

(YOU'RE TAKING A BIG RISK IF PUSHKIN FINDS OUT YOU HELPED ME--)

(HE WON'T, UNLESS YOU TELL HIM...)

(NO WAY. YOU HAVE MY WORD ON THAT.)



878
TOURS

SO FAR
SO GOOD.

THANKFULLY, MOST OF
PUSHKIN'S STAFF IS OCCUPIED
AT THE FARMHOUSE PREPARING
FOR THE COMING RAID, THAT
SHOULD BUY ME ENOUGH TIME
TO SEE IF THIS TERMINAL'S
LINKED TO HIS MAIN DATABASE...

LOGGING ON USING
A STOLEN PASSWORD
GIVEN TO HIM BY
NATALYA, MAVERICK
QUICKLY SIPS
THROUGH VARIOUS
HIGH-Y-CLASSIFIED
FILES...

--DESPERATELY SEARCHING
FOR ANY INFORMATION THAT
MAY GIVE HIM AN EDGE OVER
HIS FOES.

MMM, LOOKS LIKE
A DETAILED LIST OF
THE HARDWARE PUSHKIN
WAS SCHEDULED TO
PURCHASE FROM THE
A.I.M. ORGANIZATION...

MY GOD, THESE
AREN'T JUST ANY
WEAPONS--THESE ARE
WEAPONS OF MASS
DESTRUCTION!

STATE-OF-THE-ART STEALTH
MISSILES, EQUIPPED WITH
WARHEADS CAPABLE OF
DISPERSING A CULTURED
VERSION OF THE ANTHRAX
ORGANISM OVER LARGE
POPULATED AREAS.

IF I RECALL CORRECTLY, THE ANTHRAX
BACTERIA CAN LIE DORMANT FOR
DECADES BEFORE IT RELEASES
INHALABLE SPORES INTO ITS VICTIMS--

--CAUSING BLACK
PUSTULES, VOMITING,
FEVER, AND
SUFFOCATION IN TWO
TO FOUR DAYS.

SPRAYED OVER A CITY
THE SIZE OF HAMBURG, IT
COULD EASILY KILL OVER
THREE MILLION PEOPLE....!



After you've eaten this much

**NEW MEGA
MONSTER
ROLL™**

you'd still have

3 feet left.

Only Farley's®

**Mega
Monster Roll™**

is **4** full feet
of flavor.

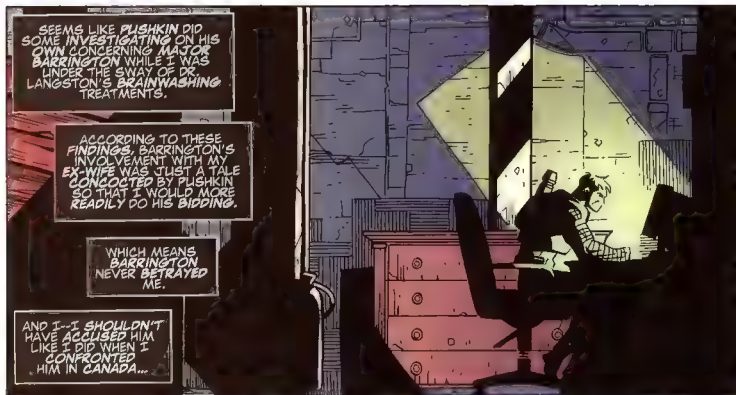
Try both flavors!





I CAN'T ALLOW THAT
MADMAN TO GET A HOLD
OF THOSE MISSILES.
THE RED GUARDIAN AND
I'LL HAVE TO FIND SOME
WAY TO--

WHAT'S
THIS...?



SEEMS LIKE PUSHKIN DID
SOME INVESTIGATING ON HIS
OWN CONCERNING MAJOR
BARRINGTON WHILE I WAS
UNDER THE SWAY OF DR.
LANGSTON'S BRAINWASHING
TREATMENTS.

ACCORDING TO THESE
FINDINGS, BARRINGTON'S
INVOLVEMENT WITH MY
EX-WIFE WAS JUST A TALE
CONCOCTED BY PUSHKIN
SO THAT I WOULD MORE
READILY DO HIS BIDDING.

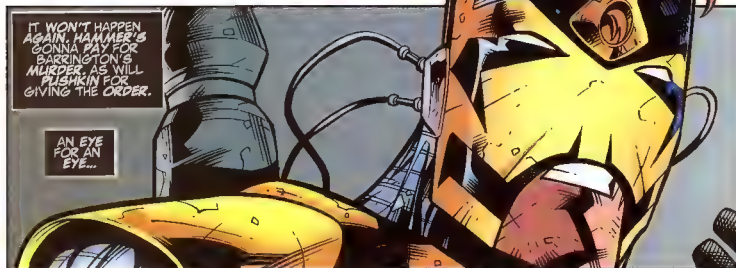
WHICH MEANS
BARRINGTON
NEVER BETRAYED
ME.

AND I--I SHOULDN'T
HAVE ACCUSED HIM
LIKE I DID WHEN I
CONFRONTED
HIM IN CANADA...



OH
MAN.

REST EASY, MAJOR.
I'M SORRY I DOUBTED
YOU. I'M SORRY I FAILED
YOU...OLD FRIEND.



IT WON'T HAPPEN
AGAIN. HAMMER'S
GONNA PAY FOR
BARRINGTON'S
MURDER, AS WILL
PUSHKIN FOR
GIVING THE ORDER.

AN EYE
FOR AN
EYE...

SUBSCRIBE TODAY!



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THROUGH SUBSCRIPTION**

the mighty
THOR
"WUFF SAID!"

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Heroes Return

- | | |
|--|--|
| ☐ AVE Avengers | ☐ FAN Fantastic Four |
| ☐ CAM Captain America | ☐ IRM Iron Man |
| ☐ THO Thor NEW! | |

Marvel Heroes

- | | |
|---|---|
| ☐ AFT Alpha Flight | ☐ SIL Silver Surfer |
| ☐ DDV Daredevil | ☐ INC The Incredible Hulk |
| ☐ HFH Heroes For Hire | ☐ BUT Thunderbolts |
| ☐ ZAR Ka-Zar | |

Spider-Man

- | | |
|--|--|
| ☐ AMZ Amazing Spider-Man | ☐ SSM Sensational Spider-Man |
| ☐ PPK Spectacular Spider-Man | ☐ SP1 Spider-Man |

The X-Men

- | | |
|---|--|
| ☐ CAB Cable | ☐ FAC X-Factor |
| ☐ DDP Deadpool | ☐ MEN X-Men |
| ☐ GEN Generation X | ☐ XFO X-Force |
| ☐ WOL Wolverine | ☐ MAN X-Man |
| ☐ XME Uncanny X-Men | |



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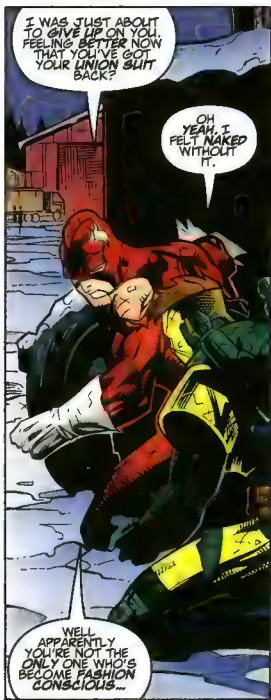
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H85MD2

1903
HOURS.



I WAS JUST ABOUT
TO GIVE UP ON YOU.
FEELING BETTER NOW
THAT YOU'VE GOT
YOUR UNION SUIT
BACK?

OH
YEAH, I
FELT NAKED
WITHOUT
IT.

WELL,
APPARENTLY
YOU'RE NOT THE
ONLY ONE WHO'S
BECOME FASHION
CONSCIOUS...

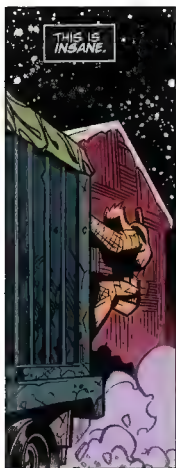


HUH? WHAT'S WITH
ALL THE HYDRA
OUTFITS?

IVAN THE
TERRIBLE MUST
BE PLANNING TO
FRAME THEM FOR
THE ROBBERY. THE
PLOT THICKENS,
EH?

YOU
AIN'T HEARD
THE HALF OF IT!
COME ON--I'LL
EXPLAIN ON
THE WAY...!





THIS IS
INSANE.



WE'RE WAY
BEYOND
OUTNUMBERED.



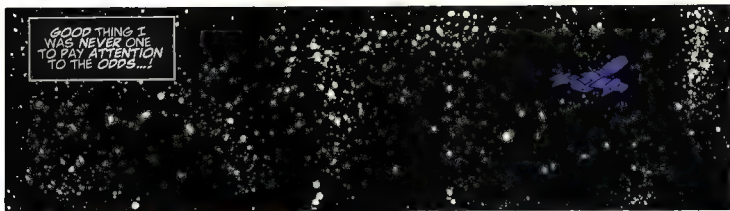
THERE MUST BE
OVER FORTY ARMED
TROOPS BOARDING
THE CARRIER.



NOT TO MENTION
OMEGA RED AND
PUSHKIN'S GYPSY
MENCHMEN.



ALL HEADING TOWARDS
A HEAVILY FORTIFIED
A.T.M. COMPOUND WHICH
IS OVERGUN WITH EVEN
MORE ENEMIES.



GOOD THING I
WAS NEVER ONE
TO PAY ATTENTION
TO THE ODDS....!

NEXT ISSUE: MORTAL COILS

JOIN US FOR THE EXCITING DOUBLE-SIZED
CONCLUSION AS IT ALL HITS THE FAN!

BULLPEN BULLETINS

AVAILABLE MAY 13

SPIDER-MAN: THE MANGA

SPIDER-MAN has been defeated – and the main man in Tokyo is now MYSTERIO! by RYOICHI KEGAMI!

STAR TREK: THE UNTOLD VOYAGES

The landmark limited series concludes with a double-sized bowout finale! The end of CAPTAIN JAMES T. KIRK's second five-year mission aboard the STARSHIP ENTERPRISE coincides with the discovery of an ancient alien race that could change the galaxy forever! By GLENN GREENBERG and MICHAEL COLLINS!

MARVEL ANNUAL '98 starring DEADPOOL & DEATH

The stranger known as AJAX sends DEADPOOL off this mortal coil and straight into a one-on-one with DEATH herself! By JOE KELLY and STEVE HARRIS!

ALPHA FLIGHT

In this double-sized shocker, you'll learn the stunning secrets of DEPARTMENT H – and an ALPHAN will die! By STEVEN T. SEAGLE and DUNCAN ROULEAU!

FURY/AGENT 13

SHARON CARTER's search for NICK FURY lands her smack dab in the middle of World War II, amongst the HOWLING COMMANDOS! By TERRY KAVANAGH and RAMON BERNADO!

IRON MAN

The BLACK WIDOW sets a trap – using TONY STARK as bait! But when the trap is sprung, can NATASHA bring Tony his armor on time? By KURT BUSIEK and PATRICK ZIRCHER!

MARVEL UNIVERSE

The stunning untold tale from World War II continues, as CAPTAIN AMERICA, the HUMAN TORCH, and the SUB-MARINER try to stop HYDRA from building an atom bomb! By ROGER STERN and STEVE EPTING!

AVENGERS: ROUGH CUT

A real collector's item – a look at AVENGERS #1, reproduced directly from the pencils of GEORGE PEREZ! Plus: KURT BUSIEK's original plot for the issue! By KURT BUSIEK and GEORGE PEREZ!

AMAZING SPIDER-MAN

When arachids collide – the final showdown between SPIDEY and the BLACK TARANTULA! One will live – and the other will get squashed! By TOM DEFALCO and JOE BENNETT!

GENERATION X

For the first time PENANCE is free from the thrall of the despot EMBLEMATE! But will her newfound freedom prove a curse or a blessing? By LARRY HAMA and TERRY DODSON!

MARVEL ADVENTURES

The sensational SILVER SURFER answers a distress call on a world he thinks is Earth – only to find himself powerless on a planet of SKRULLS! By RALPH MACCHIO and ANDY KUHN!

X-FACTOR

A squad of MANDROIDS shows up to arrest HAVOK for his crimes – but before they can deal with him they're going to have to face the fury of his ex-lover, POLARIS! By HOWARD MACKIE and LEE MODER!

X-MEN VISIONARIES: CHRIS CLAREMONT

Re-presenting the greatest stories from the unparalleled 17-year writing stint of CHRIS CLAREMONT on the uncanny X-MEN! 240 Pages! By CHRIS CLAREMONT, JOHN BYRNE, JIM LEE, ALAN DAVIS, and many more!

ITEM! Have you ever wondered how a Marvel comic is put together, from start to finish? Next week, we'll take you behind the scenes for a rare peek at the making of a Marvel mag in AVENGERS #1: ROUGH CUT! This 48-page commemorative edition presents, for the first time anywhere, KURT BUSIEK's original plot and GEORGE PEREZ's ultra-detailed pencils to AVENGERS #1! It's all here in living black-and-white: Kurt's dynamic plot, just as he turned it in, and George's original pencils, untouched by any inker! You aspiring pencillers out there can take the plot and try to draw your own version of AVENGERS #1 – to see how it compares with the master! If you ever wanted to see what the Avengers look like before they're fully assembled, this is your chance! You can even compare it to the finished issue, just for kicks! Heck, who wouldn't want to take another gander at that gorgeous book?

ITEM! WADE WILSON, aka DEADPOOL, is not afraid of DEATH! In fact, he knows her very well! Just how well Wade is acquainted with the living personification of the afterlife will be revealed in MARVEL ANNUAL '98 STARRING DEADPOOL & DEATH! This 48-page annual, which is brought to you by regular DP scribe JOE KELLY and hot young artist STEVE HARRIS, also delves into DEADPOOL's experience with the WEAPON X program! The story continues from issue #17 of DP's own monthly mag, where a deadly hunter named AJAX has been bumping off Weapon X survivors! You could say Ajax has started his own dead pool – and Wade Wilson is next on his list! If you think you've seen it all before, here's a little twist you weren't expecting – Deadpool dies on page 4! No kidding! But that's just the beginning of this twisted tale, in which the Merc with a mouth goes face-to-ugly-face with the grim reaper! Pick up this issue, and watch Wade go from Deadpool to dead, period!

ITEM! There's something about the number twelve that's just unlucky for ALPHA FLIGHT! Long-time Marvelites will remember that the team suffered the tragic death of their leader, GUARDIAN, in issue #12 of the original AF series. Next week, the ALPHANS will be celebrating the twelfth issue of their all-new series – and another member of their team is destined to perish! This double-sized issue has the team returning from their adventure in the MICROVERSE, eager to take on their shady bosses in DEPARTMENT H! But the Alphans are shocked to learn that someone has already beaten them to the punch! This issue is an ALPHA FLIGHT fan's dream come true, as it answers many of the questions that have pervaded the series since issue #1! The creative crew for this execution are writer STEVEN T. SEAGLE, who this month is joined by artist DUNCAN ROULEAU, hot off his stint on X-FACTOR! Which Alpha will shuffle off to that great here heaven in the sky? Will Guardian or SASQUATCH die for the second time? How about HEATHER HUDSON, aka VINDICATOR? Will PUCK's number finally come up? Or will the casualty be one of the new kids on the block, like FLEX or MURMUR? Pick up ALPHA FLIGHT #12, as this flight comes up one passenger short!

STAN'S SOAPBOX!

Hi, Heroes!

Imagine the pride a king must feel when he bestows knighthood on a deserving subject? Well, that's the way I feel every time I magnanimously bestow No-Prizehood on some deserving Marvelite during our International Awards Ceremony in the world-famous Marvel Amphitheatre. Just think, you too may one day find your letter in a future Soapbox – when you too shall share the glory and the grandeur of comicdom's most sought-after award with your noble fellow Laureates! And now, the time hath come to meet this issue's newly-empowered and most fortunate few...

Rodney Deavault of St. Louis, MO seems to be friends with a rumormonger as he asks:

"I heard rumors that, when you created The X-Men, you came up with Iceman because you wanted to create the opposite of The Human Torch. Is that true?"

As all of comicdom knows, Rod, I cannot tell a lie. I did, indeed, say to myself, "If Johnny Storm can be cool with heat, why can't Bobby Drake be hot with ice?" There's a little hornily for literalists to ponder for the next few decades!

Here's a query from Justin Culbreth of Warrenton, MO. Hey, that makes two from MO!

"What is Peter Parker's middle name?"

Know somethin', JC? I never gave him a middle name! If I had, it would probably also begin with P! How does Peter Pierpoint Parker grab ya? (That's what I thought!) In the Spidey newspaper strip, I have Mary Jane calling him "Peter Q. Parker" whenever she's mad at him – for no reason other than the fact that I think it sounds so skrootchty!

Erik Shaw of Nanticoke, PA seems very interested in geography:

"Why are most of the Marvel super heroes and villains based in New York City?"

Because that's where I lived when I wrote 'em, Erik. It was easy to describe scenes and settings that were accurate and authentic. And everyone knows how accurate I am – how I personally photographed and surveyed every street and building in Asgard before starting to write the adventures of Thor!

Ere I tearfully tear myself away, I want to answer a question that many of you have asked: "How do I select each issue's No-Prize winners?" Here's the straight scoop, Bunky. Practically all of the letters are so clever and insightful that it's almost impossible for me to pick the best. So I take the cowardly way out, as usual, by reaching into our gigantic Marvel mixing bowl where all the letters are lovingly tossed and, with eyes tightly shut, I mix 'em all around, then – leaving it up to Fate – pick out a few at random! It ain't scientific, but it couldn't be fairer, right? And now, the E-mail address you've all been waiting for: stanfanz@aol.com, plus the world's most glamorous mailing address: "Stan's Soapbox" c/o BULLPEN BULLETINS, Marvel Comics, 387 Park Ave. South, New York NY 10016. Heck, you can even send smoke signals, just so long as you stay in touch!

Excelsior!

Stan

Stan Lee

MOMENTS AGO, BRIAN JOHNSON TRIED USING HIS MUTANT POWERS TO FOIL AN ATTEMPTED BREAK-IN INTO DOCTOR KELLER'S CLINIC BY A GROUP OF THUGS FROM BRIAN'S HIGH SCHOOL.

THOUGH WELL-INTENTIONED, THE TEEN'S EFFORTS FAILED.

AREN'T WE AT LEAST GONNA ROUGH HIM UP A BIT AND TEACH HIM A LESSON?

YOU BET.

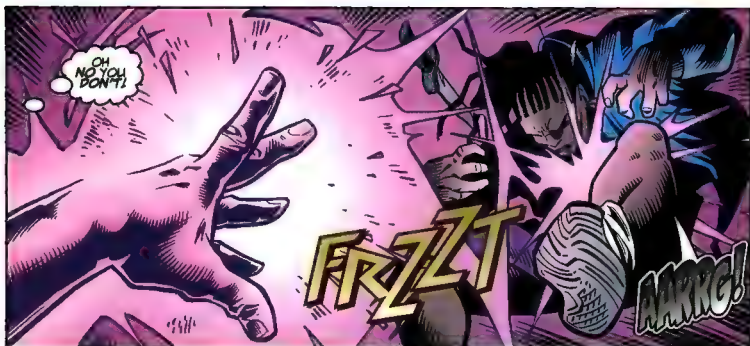
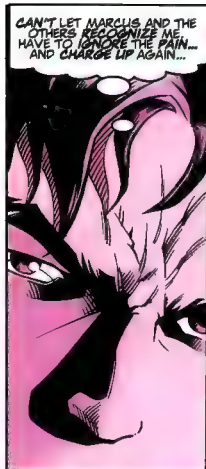
BUT FIRST LET'S FIND OUT WHO HE IS...

Stan Lee PRESENTS: EXPOSED

JORGE GONZALEZ WRITER LEO FERNANDEZ PENCILER ANDREW PEPOY INKER CHRIS ELIOPOULOS & VIRTUAL CALLIGRAPHY LETTERER KEVIN SOMERS COLORIST FRANK PITTARESE EDITOR BOB HARRIS EDITOR IN CHIEF











NORTH DECODED

Dear **NORTH DECODED**,

MAVERICK is one of the better mutant titles today, thanks to a team who slaves each month to deliver such a well-written and well-drawn book. Originally, I did not care for **Maverick**, since his appearances in other titles were not worthwhile, but I am glad I risked issue #1.

After reading issue #5, I have a question concerning a continuity problem. On page 13, **Maverick** says, "Before she (Birdie) was killed by Creed's own father..." I thought we didn't know who **Sabretooth's** father was. Who is his father and why, in issue 4 of the **SABRETOOTH** limited series, was it **Graydon Creed**, **Victor's** son, who killed **Birdie**?

Anyway, I am hoping you will develop the book with a bigger supporting cast and when the **Legacy Virus** has a cure, that **Maverick** will still be alive to get it. Oh, and what's going to happen to **Chris**? Is he going to have something monumental happen to him, like become a super hero? Well, until **Maverick** gives birth to triplets (which should never happen), Make Mine **Marvel**.

Chris Patrick
(Address withheld by request)

Thanks, **Chris**! What **Maverick** meant was that **Graydon Creed's** father, **Sabretooth**, killed **Birdie**. We hope this issue gave you more of the supporting cast you wanted.

As for **Chris**, we have some big plans for **Maverick's** little buddy. Stay tuned and all will be revealed in just one short month! We sorta have to!

Dear **NORTH DECODED**,
I just read **MAVERICK** #8.

It was cool. I also like **merc's**, so I read **DEADPOOL** and **MAVERICK** every month. I think it would be cool if they were hired for the same job. That way it would be a race to see who would get to the target first.

Matt Dudley
(Address withheld by request)

Interesting, **Matt**. You're not the only person who wants to see **Deadpool** and **Maverick** slug it out. We just might have to convince **Matt Idelson** and **Joe Kelly** that it's a good idea. The hard way!

Dear **NORTH DECODED**,

It is quite clear that **MAVERICK** is quickly growing into a most powerful title. Through brilliant action sequences, interesting characters and the threat of the **Legacy Virus** constantly lingering, it's one slam-fest after another. I love **Jim Cheung** and **Andrew Pepoy's** styles; they're perfect together. I was also pleased to see **Sabretooth** because I enjoy characters who are ex-teammates from the **Weapon X** era.

Here's an idea: I think a series should be created to tell the early stories and related experiments of all the **Super Soldier** programs. It could showcase one character or team every few issues, revealing some of their past and feature characters such as **Maverick**, **Wolverine**, **Sabretooth**, **Weapon Alpha**, **Weapon Omega**, and **Omega Red**. Until then keep the action cranked up!

Richard Thomes
(Address withheld by request)

We love **Jim** too, **Richard**! He and **Andrew** are truly amazing! But let's not forget **Jorge Gonzalez**, the man with the words of gold! Be sure to be here next month for a double-sized slam fest! We guarantee it will shock you!

Dear **NORTH DECODED**,
Count me in the group of fans that want to see **Booster** and **Tether** in the

pages of **MAVERICK**! I totally loved them when they fought along side the **X-Men** in last year's **UNCANNY X-MEN ANNUAL**. Actually, it was **Jorge Gonzalez's** fantastic job on that book that got me interested in **MAVERICK**. I figured if he can write **Storm** and **Cyclops** and **Booster** in such a fresh, exciting manner, then maybe he can write a cool **Maverick** too. He certainly proved me right!

I just finished reading issue #8 and it was great! I really enjoyed the storyline, especially the focus on the **Confessor** and his mysterious ways. I also liked the scenes between **Maverick** and **Chris** (a.k.a. **Brian**). Looks like things are about to get really complicated for **Maverick** and I can't wait to read about it! Kudos to everyone on the creative team of this book; you're doing a great job!

Patrick Moore
400 S. Hauser 8-L
Los Angeles, CA 90036

Ah, **Patrick**, another vote for those wacky **Morlocks**, **Booster** and **Tether**! How cool are you? We love 'em too. Unfortunately, they're all in **Africa** and **Maverick** is in the former **Soviet Union**. How do we get them all together? We just might have to rough up editor **Frank Pittarese** a bit. He shouldn't be too hard to persuade; he has a low pain threshold! Be here next month for more from the **Confessor** and gang, as **Maverick** fights or dies!

NEXT-ISSUE:

WILL **MAVERICK** SURVIVE HIS DESPERATE BATTLE ONLY TO BE KILLED BY THE **LEGACY VIRUS**? WILL HE BE CURED? WHAT WILL HAPPEN TO **BRIAN** AND HIS SUPER HEROIC CAREER? AND WILL **ELENA** COME OUT OF HER COMA? ALL THE ANSWERS CAN BE FOUND RIGHT HERE, NEXT MONTH, IN OUR DOUBLE-SIZED BLOWOUT FINAL ISSUE!



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FUNTOGRAPHY

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Game Boy® Camera!!

Step 1: INSERT [Fig. 45 J] CARTRIDGE. Just insert the appropriate cartridge!

It's popular at parties and other social gatherings. It will make you popular with your school chums. So join the thousands who will no doubt be *enjoying*....

Nintastic funtography!

Step 2: LOCATE SUBJECT-MATTER. Determine what you wish to "funtograph". Then create amusing deformities like this!

Fig. 112 h



Fig. 45 J
{insert}



Fig. 27 B

Step 3: ATTACH PRINTER [Fig. 2 w].

Connect your camera to the Game Boy® compact printing press [Fig. 16 S]. Isold separately! More innovation from the makers of the Game Boy® camera.

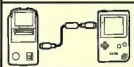


Fig. 2 w

Step 4: PRINT IMAGES [Fig. 112 h] ONTO PAPER.

Images are placed onto collectible "stamps". Peel them off and place them on items of your choosing. There they remain until you decide otherwise. **DO NOT** place stickers on human hair.

Step 5: VIEW HUMOROUS OUTCOME. [Fig. 112 h]

Fig. 23 x



"It's *easy-to-do*."

Could there be magic pixies creating the images inside?

We're not talking...



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